

Amendments to the Claims

- 1-21. (Cancelled)
22. (New) A method for deriving at least two products from a source geographic database, the source geographic database comprising data representing real-world geographic features, the method comprising:
- extracting a first dataset from the source geographic database;
 - writing the first dataset to a first computer-readable medium;
 - using at least a portion of the first dataset in a real-world navigation system;
 - extracting a second dataset from the source geographic database;
 - writing the second dataset to a second computer-readable medium; and
 - using at least a portion of the second dataset in a computer-game system;
- wherein the computer-game system is separate from the real-world navigation system.
23. (New) The method of claim 22 wherein the real-world navigation system is selected from a group consisting of: in-vehicle navigation systems, hand-held portable navigation systems, personal computers, personal digital assistants, pagers, and telephones.
24. (New) The method of claim 22 wherein using at least a portion of the first dataset in a real-world navigation system comprises providing a service selected from a set consisting of: route calculation, route guidance, vehicle positioning, map display, and electronic yellow pages.
25. (New) The method of claim 22 further comprising:
- combining at least a portion of the second dataset with a road-model dataset to provide a realistic visual appearance of roads;
- wherein the road-model dataset is separate from the source geographic database.

26. (New) The method of claim 25 wherein the road-model dataset comprises a feature selected from a set consisting of: road-pavement colors, lane-stripe markings, curbs, sidewalks, signs, lampposts, land dividers, traffic signals, speed bumps, and crosswalks.
27. (New) The method of claim 22 further comprising:
 - combining at least a portion of the second dataset with a 3D-model dataset to provide a realistic visual representation of a feature selected from a set consisting of: polygon-shaped features, cityscape features, landscape features, buildings, fences, trees, shrubbery, lawns, and clouds;
 - wherein the 3D-model dataset is separate from the source geographic database.
28. (New) The method of claim 22 further comprising:
 - combining at least a portion of the second dataset with a computer-game component selected from a set consisting of: characters, game logic, vehicles, games rules, rendering logic, and graphics logic.
29. (New) The method of claim 22 further comprising:
 - providing at least a portion of the second dataset to each of a plurality of end-user computing platforms; and
 - on each of the plurality of end-user computing platforms, using at least a portion of the second dataset to represent geographic features in a play scenario of a computer game.
30. (New) The method of claim 22 further comprising:
 - accessing the second dataset using an application programming interface.
31. (New) The method of claim 22 further comprising:
 - accessing the second dataset using a spatial query.
32. (New) The method of claim 22 further comprising:
 - extracting data from the second dataset using spatial criteria.

33. (New) The method of claim 22 further comprising:
filtering data from the second dataset to provide a desired level of accuracy.
34. (New) A computer-readable medium having computer-executable instructions stored thereon for performing a method for deriving at least two products from a source geographic database, the source geographic database comprising data representing real-world geographic features, the method comprising:
extracting a first dataset from the source geographic database;
writing the first dataset to a first computer-readable medium;
using at least a portion of the first dataset in a real-world navigation system;
extracting a second dataset from the source geographic database;
writing the second dataset to a second computer-readable medium; and
using at least a portion of the second dataset in a computer-game system;
wherein the computer-game system is separate from the real-world navigation system.